Diffraction:

<u>Diffraction</u> is the divergence of light from its initial line of travel.

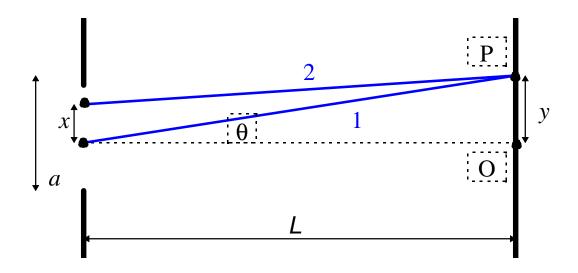
Diffraction from a **single slit** (Fraunhofer diffraction):

- 1) Central maximum, with maxima and minima on each side.
- 2) Dark and bright fringes on each side.

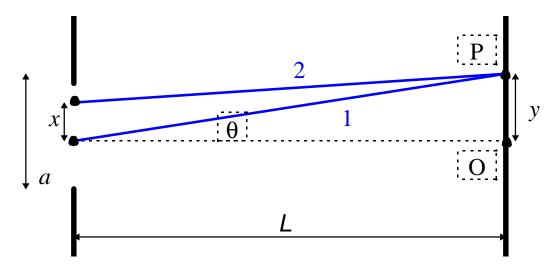
Destructive interference (a dark fringe) occurs if

$$y/L = \sin\theta = m\lambda/a$$

where $m=\pm 1, \pm 2, \pm 3$, etc. (assuming y, x, a << L)



Intensity of the single-slit pattern



The path difference between the rays 1 and 2 is

$$\Delta r = \sqrt{L^2 + y^2} - \sqrt{L^2 + (x - y)^2} = L\sqrt{1 + \left(\frac{y}{L}\right)^2} - L\sqrt{1 + \left(\frac{x - y}{L}\right)^2} \approx$$

$$\approx L\left[1 + \frac{1}{2}\left(\frac{y}{L}\right)^2\right] - L\left[1 + \frac{1}{2}\left(\frac{x - y}{L}\right)^2\right] \approx \frac{xy}{L} = x\sin J,$$

where we have expanded the square root $\sqrt{1+e} = 1 + \frac{e}{2}$ and kept only linear terms in $\frac{x}{L}$.

This path difference leads to a phase difference $\Delta \mathbf{j} = kx \sin \mathbf{J}$.

The (horizontal component of the) electric field at point P due to ray 1 is $E_P(x) = E_0 \cos(\Delta j)$. According to the superposition principle, we need to add the electric fields of all rays that come from the slit, i.e.,

$$E_{P} = \int_{-a/2}^{a/2} dx E_{0} \cos(kx \sin \mathbf{J}) = \frac{E_{0}}{k \sin \mathbf{J}} \sin(kx \sin \mathbf{J}) \Big|_{-a/2}^{a/2} =$$

$$= \frac{2E_{0}}{k \sin \mathbf{J}} \sin\left(\frac{ka \sin \mathbf{J}}{2}\right).$$

This gives us the total electric field at point P.

The intensity is proportional to the square of the electric field.

$$I_P \propto E_P^2 \propto \left(\frac{2E_0}{k\sin \mathbf{J}}\right)^2 \sin^2\left(\frac{ka\sin \mathbf{J}}{2}\right)$$
. Therefore,

$$I_J = I_0 \left[\frac{\sin\left(\frac{\boldsymbol{b}}{2}\right)}{\frac{\boldsymbol{b}}{2}} \right]^2$$
, where $\boldsymbol{b} = ka \sin \boldsymbol{J} = \frac{2\boldsymbol{p}a}{\boldsymbol{l}} \sin \boldsymbol{J}$.

Diffraction Grating:

A diffraction grating consists of many slits with slit spacing d. According to Huygen's principle, each slit produces a wavelet (diffraction). The wavelets produce an interference pattern.

For **maximum intensity** of the diffracted light (constructive interference), the waves from all slits need to be in phase.

Therefore, the condition for a **maximum** is

$$d\sin\theta = m\lambda$$
,

where m is an integer. We will observe a zero-order maximum in the center and a series of maxima and minima on each side.

Application: Monochromators or Spectrometers produce monochromatic light by selecting a single wavelength out of a continuum of wavelengths.

Resolving Power of a Diffraction Grating:

The resolving power of a grating or prism tells us if two nearly equal wavelengths λ_1 and λ_2 can be distinguished (resolved).

The needed resolving power is
$$R = \frac{1}{|I_1 - I_2|} = \frac{1}{\Delta I}$$
.

For a diffraction grating, the resolving power in m-th order is R=Nm, where N is the number of grooves in the grating illuminated by the light source.

Polarized Light:

If an EM wave is travelling along the *z*-axis, then the electric field vector can either point along the *x*- or *y*-axis. (The magnetic field vector is fixed, once the direction of the electric field is known.) The direction of the electric field vector is called the **plane of polarization**.

Normally, light is <u>unpolarized</u>. The electric field is oriented randomly in the *xy*-plane, i.e., many different EM waves with different polarizations contribute to naturally occurring light.

Polarized light can be produced in three different ways:

Polarization by absorption:

A polarizer has a **transmission axis**. Light polarized along this axis is transmitted, light polarized perpendicular to this axis is rejected.

If unpolarized light hits the polarizer, 50% of the intensity is transmitted. If polarized light hits the polarizer and the angle between the direction of polarization of the incident beam and the axis of transmission is θ , then the transmitted intensity is $\mathbf{I} = \mathbf{I_0 cos}^2 \theta$.

Polarization by reflection:

At the Brewster angle θ_P , the reflected beam is polarized in the plane of incidence (p-polarized) and the refracted beam is polarized perpendicular to the plane of incidence (s-polarized). The **plane of incidence** is formed by the incident beam and the surface normal. The **Brewster angle** is given by $\tan \theta_P = n$.

Polarization by scattering:

See Figure 28.26 in Serway's book.